

## WHAT IS CLAIMED IS:

- 1 1. A method comprising:  
2 establishing a balance of funds for a player;  
3 determining a wager amount required for a game;  
4 determining whether the wager amount required is greater than a  
5 predetermined amount; and  
6 displaying a confirmation message if the wager amount is greater than the  
7 predetermined amount.
- 1 2. The method of claim 1, in which the game comprises a plurality of plays.
- 1 3. The method of claim 1, in which the game comprises a flat rate session.
- 1 4. The method of claim 1, in which the game comprises a prepaid session.
- 1 5. The method of claim 1, in which the wager amount required corresponds to  
2 a plurality of plays.
- 1 6. The method of claim 1, in which the wager amount required corresponds to  
2 a predetermined period of time.
- 1 7. The method of claim 1, in which the confirmation message comprises a  
2 confirmation screen.
- 1 8. The method of claim 7, in which the confirmation screen comprises at least  
2 one selectable location.

- 1     9.     A method comprising:  
2         receiving a request to initiate play of a game at a gaming device;  
3         determining whether to present confirmation information to a player; and  
4         if confirmation information is to be presented to the player:  
5             determining confirmation information to present to the player;  
6             presenting the confirmation information to the player;  
7             receiving a signal indicating that the player confirms the  
8         confirmation information;  
9             decrementing a credit balance associated with the player; and  
10         initiating play of the game.
- 1     10.    The method of claim 9, in which determining whether to present  
2     confirmation information to the player comprises:  
3         determining at least one confirmation criteria.
- 1     11.    The method of claim 10, in which determining whether to present  
2     confirmation information to the player comprises:  
3         determining whether at least one of the at least one confirmation criteria is  
4     satisfied.
- 1     12.    The method of claim 10, in which determining whether to present  
2     confirmation information to the player comprises:  
3         determining information associated with the player; and  
4         determining whether to present confirmation information to the player  
5     based on the at least one confirmation criteria and the information associated with  
6     the player.
- 1     13.    The method of claim 10, in which determining whether to present  
2     confirmation information to the player comprises:  
3         determining to present confirmation information to the player only if all of  
4     the at least one confirmation criteria are satisfied.

1 14. The method of claim 10, in which determining whether to present  
2 confirmation information to the player comprises:  
3 determining to present confirmation information to the player if at least one  
4 of the at least one confirmation criteria is satisfied.

1 15. The method of claim 9, in which determining whether to present  
2 confirmation information to the player comprises:  
3 determining a cost to play the game; and  
4 determining whether the cost to play the game is greater than a predetermined cost.

1 16. The method of claim 9, in which determining whether to present  
2 confirmation information to the player comprises:  
3 determining a level of experience of the player; and  
4 determining whether the level of experience is greater than a predetermined  
5 level of experience.

1 17. The method of claim 9, in which determining whether to present  
2 confirmation information to the player comprises:  
3 determining a number of games played by the player; and  
4 determining whether the number of games played is greater than a  
5 predetermined number of games played.

1 18. The method of claim 9, in which determining whether to present  
2 confirmation information to the player comprises:  
3 determining a number of times the player has played the game; and  
4 determining whether the number of times is greater than a predetermined  
5 number.

1     19.     The method of claim 9, in which determining confirmation information to  
2     present to the player comprises:

3             determining information associated with the player; and  
4             determining the confirmation information to present based on the  
5     information associated with the player.

1     20.     The method of claim 15, in which the information associated with the  
2     player comprises at least one of:

3             a number of times the player has played the game,  
4             a number of games played by the player in a gaming session, and  
5             a level of experience of the player.

1     21.     The method of claim 9, in which determining confirmation information to  
2     present to the player comprises:

3             determining information associated with the game; and  
4             determining the confirmation information to present based on the  
5     information associated with the game.

1     22.     The method of claim 16, in which the information associated with the game  
2     comprises at least one of:

3             a cost to play the game;  
4             a level of difficulty of the game;  
5             a number of paylines selected by the player;  
6             a game parameter;  
7             a game parameter value;  
8             a rule of the game; and  
9             a rule change.

1     23.     A method comprising:  
2             detecting a confirmation trigger;  
3             in response to detecting the confirmation trigger,  
4             displaying a confirmation message to a player at a gaming device;  
5             receiving a response to the confirmation message from the player; and  
6             initiating play of a game based on the response.

1     24.     The method of claim 23, in which detecting the confirmation trigger  
2     comprises:  
3             receiving a request for a play of the game.

1     25.     The method of claim 23, in which detecting the confirmation trigger  
2     comprises:  
3             determining that a play of the game has ended.

1     26.     The method of claim 23, in which detecting the confirmation trigger  
2     comprises:  
3             receiving a player tracking card.

1     27.     The method of claim 23, in which detecting the confirmation trigger  
2     comprises:  
3             receiving currency.

1     28.     The method of claim 23, in which detecting the confirmation trigger  
2     comprises:  
3             determining that a credit balance of the player is greater than a  
4     predetermined amount.

- 1    29.    A method comprising:  
2           receiving a player identifier that identifies a player;  
3           determining information about the player; and  
4           determining whether to communicate confirmation information to the  
5    player based on the information about the player.
- 1    30.    The method of claim 29, further comprising:  
2           displaying a confirmation screen to the player at a gaming device.
- 1    31.    The method of claim 29, further comprising:  
2           suppressing output of a confirmation message to the player.
- 1    32.    The method of claim 29, in which the information about the player  
2    comprises a level of experience of the player.